

EditView

NS-01-0190

Overview

The EditView window is a graphic way to view, edit and synchronize Direct-to-Disk cues in a sequence.

EditView is a new approach to sequence editing on the Direct-to-Disk which takes advantage of many Macintosh techniques, such as clicking, pointing, dragging, pulldown menus and window selection and sizing.

Displaying EditView

To use EditView, MultiFinder must be running. See the section "Running other software" in the *Introduction* manual for instructions on running MultiFinder.

EditView is displayed in a separate window and has a set of pulldown menus that appear in the menu bar at the top of the screen when the module is active.

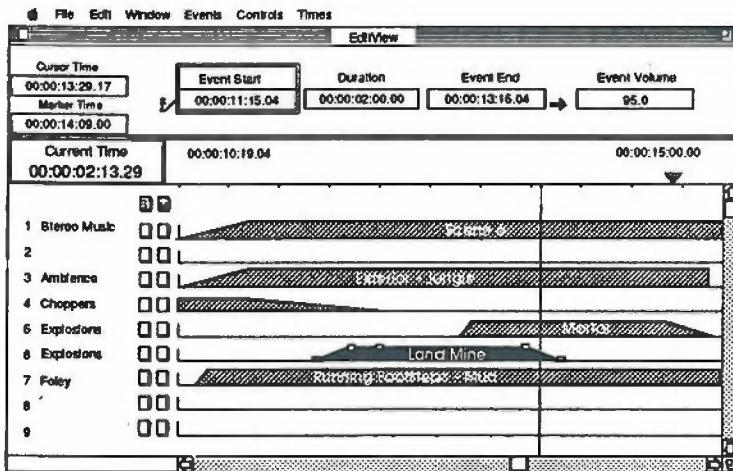
To open the EditView window from the Finder, double-click the EditView icon. If the RTP window is already open, select **Transfer to EditView** from the **Window** pulldown menu, and then select **EditView**.

If the RTP window is displayed in mid- or half-size, you can view the RTP window and the EditView window at the same time.

To change the size of the EditView window, drag its **Size box** (☐). To toggle the window between full-screen size and its former size, click its **Zoom box** (☐). To move the window on the screen, drag its **Title bar** to a new location.

The pulldown menus are analogous to the menus in other Macintosh applications. To see the commands available on a pulldown menu, press and hold the large trackball button while the pointer is on the menu title. To select a command, drag the cursor down the menu and release the trackball button when the desired command is highlighted. If a menu command has a **key equivalent**, you can also select the command by just typing its key equivalent.

EditView window



Overview (con't)

The Track List

The bottom portion of the EditView window consists of a **Track List** on the left and a **Track Display** on the right. In this release, the track names cannot be edited. Note that while tracks containing notelists are not viewable in this release, the track names still appear.

To the right of the track names are **Solo/Mute buttons** (☐ ☐) which toggle off and on. Click a Solo button (green when lit) to hear audio only from the corresponding track. Click a Mute button (red when lit) to prevent hearing audio from the corresponding track. The **Master Solo/Master Mute buttons** (above the Solo/Mute buttons) light when any track is soloed or muted and clears all solos or mutes when deselected. You can also select **Clear Solos** or **Clear Mutes** from the **Controls** pulldown menu.

At the top left of the Track List, the **Current Time** of the sequence is shown. When the sequencer is playing, this time automatically updates to reflect the current sequencer location. Editing the Current Time locates the sequencer to that time.

The Track Display

The **Track Display** area graphically represents cues placed on the sequence tracks. The shape of each cue depends on its **Volume Envelope**. For example, if a cue fades in, it appears with a slanted beginning to indicate the fade.

As the sequence plays, the display area scrolls and a vertical **Now Line** shows the **Current Time** of the sequence. If you do not want the display to scroll, select **Lock Display** from the **Controls** pulldown menu to freeze it.

At the top of the **Track Display** are the **Ruler** and **Display Range** time fields. The **Ruler** marks off the currently displayed portion of the sequence by one-second intervals. To change the segment of the sequence which is displayed, edit either of the two **Display Range** time fields located at either end of the **Ruler**.

Overview (con't)

The Track Display (con't)

The Marker (▼), a temporary reference point or placeholder, can be located anywhere in the sequence by entering a time in the Marker Time field at the top left of the window or by dragging the icon to the desired position on the ruler. (Currently, the Marker is not the mark point.)

Use the vertical scroll bar to scroll through all 200 tracks. Use the horizontal scroll bar to page through the sequence.

To select a cue, click on it in the Track Display. Occasionally one cue may become obscured or hidden behind another cue on the same track. When this happens, press the left or right arrow keys on the Macintosh keyboard to select the hidden cue. The arrow keys only select cues currently displayed in the window.

To change the amount of the sequence displayed, select Zoom In (⌘[) or Zoom Out (⌘]) from the Events pulldown menu.

Handles and Time Displays

When you select a cue, five **handles** appear as small boxes around the cue. To edit a cue, you select one of its handles by choosing the appropriate command from the **Times** pulldown menu or typing the key equivalent. You can press the **Tab** key to select the adjacent handle. The selected handle highlights on the cue.

The Time Display fields in the upper portion of the EditView window correspond to various Track Display elements.

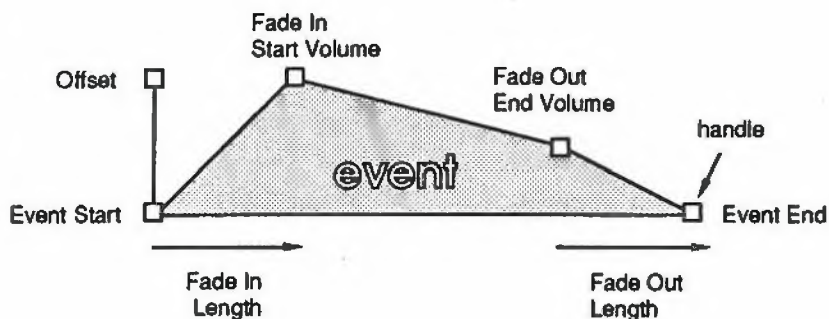
The **Cursor Time** field displays the location of the cursor in the Track Display, which may be the sequence time last scrubbed or clicked. The **Marker Time** displays the location of the Marker within the sequence, as explained on the previous page.

Three of the remaining four fields are time fields corresponding to the handles on the currently selected cue. Changing one of the three time fields automatically changes another. The fourth field shows the Event Volume, Start Volume or End Volume, depending on which handle is selected.

Overview (con't)

Cue envelopes

The **Volume Envelope** of a cue is shaped by the relationship of the **Start Volume**, **End Volume** and **Event Volume** to the **Event Start**, **Event End**, **Fade In To...** and **Fade Out From...** handle times. (See also "Crossfades" in the "Audio Event Editor" section of this manual.)



The **Event Volume** determines the overall volume level for a cue within the sequence. It acts as a volume master, keeping the relationship between the Start and End Volume constant. Because each cue in the sequence has its own Event Volume, it is possible to set a fixed "mix" or balance between cues.

General editing information

To change a selected cue's volume envelope or its place in the sequence, you edit the values associated with its handles using one of the following methods.

- Enter times directly into handle fields or subfields.
- **Cut, Copy and Paste** times between entire fields (not subfields).
- Use the **Align** commands in the **Events** pulldown menu to *move the entire cue* by moving a selected handle to a fixed time. The duration of the cue remains unchanged.
- Use the **Trim** commands in the **Events** pulldown menu to move the selected handle to a fixed time *without moving the cue*. The duration of the cue may change.

Overview (con't)

General editing information (con't)

You generally use the **Event Start**, **Offset** and **Event End** handles to edit cue placement within the sequence, although any of the handles can be used. They can also be changed to edit the length or synchronization of the cue in the sequence.

Use the **Fade In To...** and **Fade Out From...** handles with the **Start Volume** and **End Volume** values to edit the cue's volume envelope.

To keep the cursor from moving from its present position while selecting an event, hold down the **Option** key.

You can undo the last time typed or pasted into a field by selecting **Undo** from the **Edit** menu. You *cannot* undo an edit performed by a command, such as **Align to Cursor** or **Trim to Marker**.

To delete a cue, select it and press the **Delete** key.

Selected events are automatically recalled to the **Audio Event Editor** where they can be edited and then placed or replaced in the sequence.

Locking

Handle times can be locked to move or edit the event. An Arrow (→) appears next to the time that can be changed and a Tack (⚓) appears next to the time that is locked. Clicking an Arrow changes it to a Tack, and vice-versa. Only one time can be locked at any moment. When Arrows appear next to both times, the Duration (or Length) is locked.

When the Event Start, Event End, Fade In or Fade Out time is locked, entering a new time into an unlocked field trims the cue.

When the Duration is locked, entering a new time into an unlocked field aligns the cue to a new location in the sequence, without changing the event length.

Overview (con't)

Scrubbing and motion controls

To scrub a single cue or track, drag across it. The track is soloed while scrubbing.

To scrub all soloed tracks, hold down the **Option** key while dragging. If no tracks are soloed, all tracks are heard. Any muted tracks are not heard. Only Direct-to-Disk cues can be heard; no sound files or notes will be triggered while scrubbing. If you start scrubbing over an empty space on the track, the currently selected cue remains selected.

You can also play the sequence by double-clicking in the Track Display at the point where you want to begin playback.

To operate the sequencer **Motion Controls**, use the following.

<u>Action</u>	<u>Key equivalent</u>
Stop/Continue	Control ↓
Locate	Control ↑
Fast Forward	Control →
Rewind	Control ←

Scrubbing and motion controls (con't)

For locating and auditioning edit points, use the **Controls** pulldown menu or the following key equivalents.

Action	Key equivalent
Play Selected Event	⌘P
Play From Handle	F9
Play To Handle	F11
Stop Playback	F10

You can also locate the sequencer to the Cursor Time or Marker Time at the left side of the display using the **Locate to Cursor** and **Locate to Marker** commands in the **Controls** pulldown menu.

EditView reference

Six pulldown menus and their commands are available in EditView. Each selection is described below.

File		
New		% N
Open...		% O
Close		% W
Close EditView		
Quit		% Q

File menu

The **File** menu is used to open and close EditView files and quit the entire EditView module.

Menu item	Key equivalent	Function
New	%N	Opens an EditView window.
Open...	%O	Not currently functional.
Close	%W	Closes the EditView window.
Close EditView		Closes the EditView module when more than one module is running.
Quit	%Q	Quits all modules.

Edit menu

The **Edit** menu is used to edit numeric fields.

Menu item	Key equivalent	Function
Undo	⌘Z	Undoes the most recent edit.
Cut	⌘X	Removes the selected numeric field and places it on the Clipboard. The field is set to zero.
Copy	⌘C	Copies the selected numeric field onto the Clipboard.
Paste	⌘V	Copies the Clipboard into the selected numeric field, replacing the previous contents.
Clear		Sets the selected numeric field to zero without changing the Clipboard contents.

Edit	
Undo	⌘ Z
Cut	⌘ H
Copy	⌘ C
Paste	⌘ U
Clear	

EditView reference (con't)



Window menu

The **Window** menu is used to move from one module to another.

Menu item	Function
Module	Lists available modules on a pop-up menu. Select the desired module from the menu.
√ EditView 1	Lists all open modules.

Events menu

The Events menu is used to move a selected handle, the Marker or Cursor to a fixed time and to zoom in and out.

Menu item	Function
Align to Current Time	Moves the entire cue and aligns the selected handle to the current sequence time. Cue duration is not changed.
Align to Cursor Time	Moves the entire cue and aligns the selected handle to the Cursor Time. Cue duration is not changed.
Align to Marker Time	Moves the entire cue and aligns the selected handle to the current Marker Time. Cue duration is not changed.

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Events	
Align to Current Time	
Align to Cursor Time	
Align to Marker Time	
Trim to Current Time	
Trim to Cursor Time	
Trim to Marker Time	
Move Marker to Cursor Time	
Move Marker to Handle Time	
Zoom In	⌘ [
Zoom Out	⌘]

**EditView
reference
(con't)**

Events menu (con't)

Menu item	Key equivalent	Function
Trim to Current Time		Moves the selected handle to the current sequence Time. Cue synchronization is retained, but the cue duration may be changed.
Trim to Cursor Time		Moves the selected handle to the current Cursor location. Cue synchronization is retained, but the cue duration may be changed.
Trim to Marker Time		Moves the selected handle to the current Marker location. Cue synchronization is retained, but the cue duration may be changed.
Move Marker to Cursor Time		Moves the Marker to the current Cursor location.
Move Marker to Handle Time		Moves the Marker to the location of the selected handle.
Zoom In	⌘[Displays a more detailed view of the sequence.
Zoom Out	⌘]	Displays a larger view of the sequence.

Controls menu

The **Controls** menu is used primarily for motion controls, locating to a time and clearing the solo and mute status of tracks.

Menu item	Key equivalent	Function
Play Selected Event	⌘P	Plays the selected event only.
Play from Handle	F9	Plays the sequence from the selected handle.
Play to Handle	F11	Plays the sequence starting three seconds before the selected handle.
Stop Playback	F10	Stops all playback.

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Controls	
Play Selected Event	⌘P
Play From Handle	F11
Play To Handle	F9
Stop Playback	F10
Locate to Marker	
Locate to Cursor	
Clear Solos	
Clear Mutes	
Lock Display	

**EditView
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(con't)**

Controls menu (con't)

Menu item	Function
Locate to Marker	Locates the sequencer to the current Marker Time.
Locate to Cursor	Locates the sequencer to the current Cursor Time.
Clear Solos	Clears all track solos.
Clear Mutes	Clears all track mutes.
Lock Display	Prevents the Track Display from scrolling.

Times menu

The **Times** menu is used to select a handle or a fixed time. Times associated with the selected handle appear at the top of the window.

Menu item	Key equivalent	Function
Event Start	⌘1	Selects the Event Start handle.
Fade In	⌘2	Selects the Fade In handle.
Event Offset	⌘3	Selects the Event Offset handle.
Fade Out	⌘4	Selects the Fade Out handle.
Event End	⌘5	Selects the Event End handle.

Times	
Event Start	⌘ 1
Fade In	⌘ 2
Event Offset	⌘ 3
Fade Out	⌘ 4
Event End	⌘ 5

Basic EditView techniques

The following instructions explain how to perform common sequence editing functions using EditView.

Moving events

An event can be synchronized to the sequence or to another event using the **Align** commands in the **Events** menu. The **Align** commands move the event to a different location in the sequence, without changing the length of the event.

In this example, you align the handle using the vertical cursor.

1. Scrub over the track or sequence until the vertical cursor is at the desired location for the event you want to move.
2. Hold down the **Option** key and click the event you want to move.

The vertical cursor does not move.

3. Select the handle that you want to align from the **Times** menu.
4. Select **Align to Cursor Time** from the **Events** menu.

The event is moved so that the selected handle is aligned with the **Cursor** location.

If an event contains an offset point, the offset changes to match the new sequence time when the event is moved.

You can follow the same steps using the **Marker Time** or the **Current Time** and their commands to align.

Editing events

Any of the selected event's five handles can be edited using the **Trim** commands in the **Events** menu. The **Trim** command does not move the entire event, only the selected handle.

In the following example, you edit the handle using the vertical cursor.

1. Scrub over the track or sequence until the vertical cursor is at the desired location for the handle you want to move.
2. Hold down the **Option** key and click the event that you want to edit.

The vertical cursor does not move.

3. Select the handle that you want to edit from the **Times** menu.
4. Select **Trim to Cursor Time** from the **Events** menu.

The handle is moved to the cursor location. If you moved the Event Start or Event End handle, the duration of the event has changed. If you moved the Fade In, Fade Out or Offset handle, the duration of the event has not changed, only its volume envelope or synchronization.

Basic EditView techniques (con't)

Setting an offset

The **Event Offset** is the time within the event that can be synced to the sequence. This may be the beginning of the event, the end of the event (for backtiming) or any point within the event. The **Offset Length** is the duration from the beginning of the event to the Event Offset time.

You can set the Event Offset and synchronize the event to the sequence by entering times directly into the times fields, or you can scrub the sequence and use the align and trim command, as follows.

Setting an offset (con't)

1. Select an event.

The Event Offset time appears as a handle with a vertical bar below it, marking the offset location. By default, the offset appears above the Event Start handle.

2. Scrub over the event to find the offset point.
3. Select **Event Offset** from the **Times** menu.
4. Use the **Trim to Cursor** command in the **Events** menu to move the Event Offset to the cursor location.
5. Scrub the sequence to find the time (this may be picture time) you want to align the Event Offset to.
6. Hold down the **Option** key and click the event that you want to synchronize.
7. Select **Align to Cursor Time** from the **Events** menu.

The Event Offset is aligned to the Cursor Time and synchronized to the sequence.

Basic EditView techniques (con't)

Setting crossfade times and event volumes

You can ramp the beginning and end of an event and set volume levels using EditView.

1. Select an event.
2. Select **Fade In** from the **Times** menu.
3. Enter the **Fade In To...** time or **Fade Length**.
4. Enter the **Start Volume**.
5. Select **Fade Out** from the **Times** menu.
6. Enter the **Fade Out From...** time or **Fade Length**.
7. If you want to change the overall volume level, select the **Event Start** or **Event End** handle and enter the **Event Volume**.

Each time you change the volume envelope, the event is redrawn in EditView. You can play or scrub over the event to hear the ramp.